

## Activities for Clothing

### Clothing Race

Prior to the activity, the teacher collects two coats, two pairs of jeans, two shirts, two pairs of shoes, and two pairs of boots. Each set of two should be of the same color. (If the teacher gets two yellow shirts, two brown shirts, and two blue coats; for example, the students have to listen to both the color and the article of clothing.) The teacher will place one item from each set of articles of clothing in a box or a bag so that each team has the same items.

The teacher then divides the class into two teams. One representative from each team comes up to the bags/boxes. The teacher calls out one article of clothing by saying "*Donnez-moi* (Give me)(clothing), *s'il vous plaît* (please)." The student who finds that article of clothing in his/her box/bag and gives it to the teacher first wins a point for his/her team. As the students get more comfortable in recognizing the vocabulary, the teacher could add color adjectives to the items requested so that clothing items are more challenging to find.



### Clothing – Three in a Row

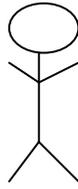
Use the laminated pictures of clothing that have magnets on the back. You can also play by using the magnet men to clip up the pictures into a giant tic-tac-toe board that you draw on the board.

- Pick a student to lead the game and be scorekeeper. The student makes a big grid on the board and places nine pictures in the spaces. Divide the class into two teams (X and O) and play the game. The lead student can run the game by taking the picture down when a team says the word in the target language.
- The team's X or O then gets placed in the spot where the named item was. The team gets a point for each word they say. If a team gets three in a row, they win and get three bonus points.

X X X

## Clothing and Colors

One thing I always do to teach this unit is draw 6 stick figures on a sheet of paper. I photocopy a picture from the yearbook from a few years ago (maybe when the students were in elementary school) and also a picture of a teacher from an old yearbook. I attach the pictures to the stick figures and make copies for each student. I then pass out the sheet and a box of colors to each student. As I dictate the colors and clothing, they draw what they hear. I always make hilarious outfits and they get a kick out of it. Using their pictures personalizes the act. They love it! I then use the pictures for circling questions (TPRS) about the clothing in the pictures.

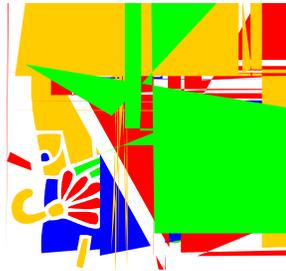


## Fashion Show or Catalog

Students love to do fashion shows. Be sure to include music, runway and out-of-this-world clothing. You can use real pieces of clothing you pick up from garage sales, rummage sales or Goodwill, or simply have them create their own, by taping two pieces of poster board together. You can cut out arms or even a place for their heads.

Students also enjoy creating their own fashion catalogs by using clip art, drawing or cutting and pasting. They then write descriptions of the articles of clothing in the target language.

Go to: [www.gallerieslafayette.com/](http://www.gallerieslafayette.com/) and look at the items they have on sale in Paris, France. Search out clothing and talk about similarities in fashion or perhaps even differences. Look at the prices.



Guess Who?

Have 3-4 students come to the front of the classroom. Have the others turn the other way. Ask questions such as “Which one of the hidden students is wearing a **chemisier rouge** (red blouse)?”



## Dress up Hangman

Play the hangman game, but add clothing items instead of body parts. The idea of the game is to dress up the man or woman.



## Fashion Plate

Create a poster with a model. Display 10 articles of clothing on the model. Choose a background and incorporate it into the poster. Label all articles of clothing. Write a detailed description of the outfit that the model is wearing. Poster may be presented to the class.



## Pack the Suitcase

Provide the students with pictures of four suitcases. Tell them to **Mettez les choses dans une valise pour un voyage à la plage, aux montagnes, en ville, et dans la ferme.** (Pack the suitcase for a trip to the beach, the mountains, the city and the farm.) They need to draw pictures of the clothing they would take to each place and label each article of clothing.

Another way to do this activity is orally. Begin with the sentence **Je vais au voyage et je prends \_\_\_\_\_** (I am going on a trip and I am taking \_\_\_\_\_). The first student completes the sentence with an article of clothing; the second student repeats the article of clothing and adds another article of clothing. This continues around the room until all students have participated. This activity may also be done by bringing five to seven students to the front of the room, so that they only have to remember five to seven articles of clothing.



## Dress the Model

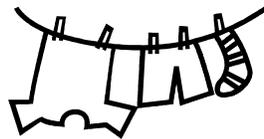
Articles of clothing are spread out on the floor. Students are divided into groups of three, and each group is given a white dry erase board and marker. Cards with clothing words are placed on a desk in the front of the room. Each group selects a model. One student from each team comes to the front of the room and draws a card from the pile. The student picks up the article of clothing written on the card. The student returns to the group to write the description. The group must write the demonstrative adjective, the color and another descriptive word for that article of clothing plus the article of clothing. The group then checks the description with the teacher. If the description is correct, the group may dress their model in that article of clothing. If not, the group is given a second chance to write the description correctly. If the correction is still incorrect, the card is returned to the pile and the article of clothing to the floor. The game continues until all articles of clothing are on the models. The team that has the most articles of clothing on its model wins.



## The Clothesline

In a suitcase, put several articles of clothing. Have two students hold a clothesline. Select an article of clothing from the suitcase and show it to the students. For example, you would say the following: “**C’est une robe.**” (This is a dress). “**Cette robe est rose.**” (This dress is pink.) “**Cette robe est petite.**” (This dress is small.) Hang the dress with the clothespins, take another item and do the same. Continue in this manner for several items. To check for understanding have one student take “la petite robe rose (the pink, small dress) from the clothesline.

( “Grand(e), petit(e)” go in front of the clothing noun; the colors go behind.)



## Garbage Can Game

Divide the class into two teams, and give each team a nerf ball. Put a garbage can in the middle of the room. Quiz each side on articles of clothing. You may also add colors, adjectives, sentence structure etc. If a student answers correctly, he/she earns a point for their team. Only those who answer correctly can try to shoot a basket. If he/she makes the basket, five points are earned for the team

